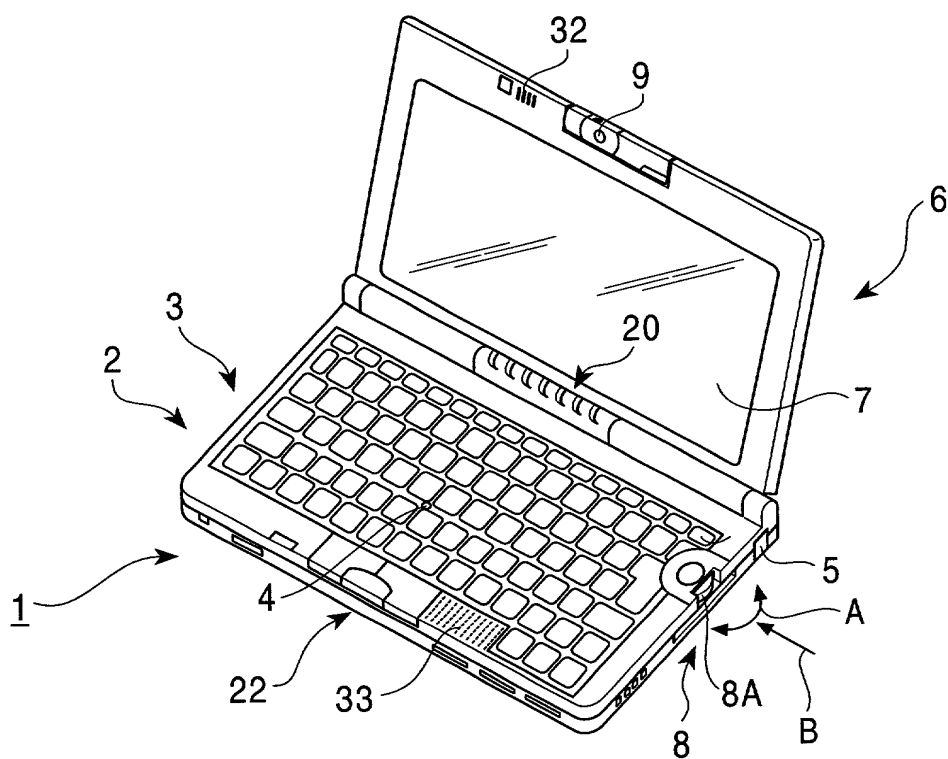


FIG. 1



[illegible]

FIG. 3

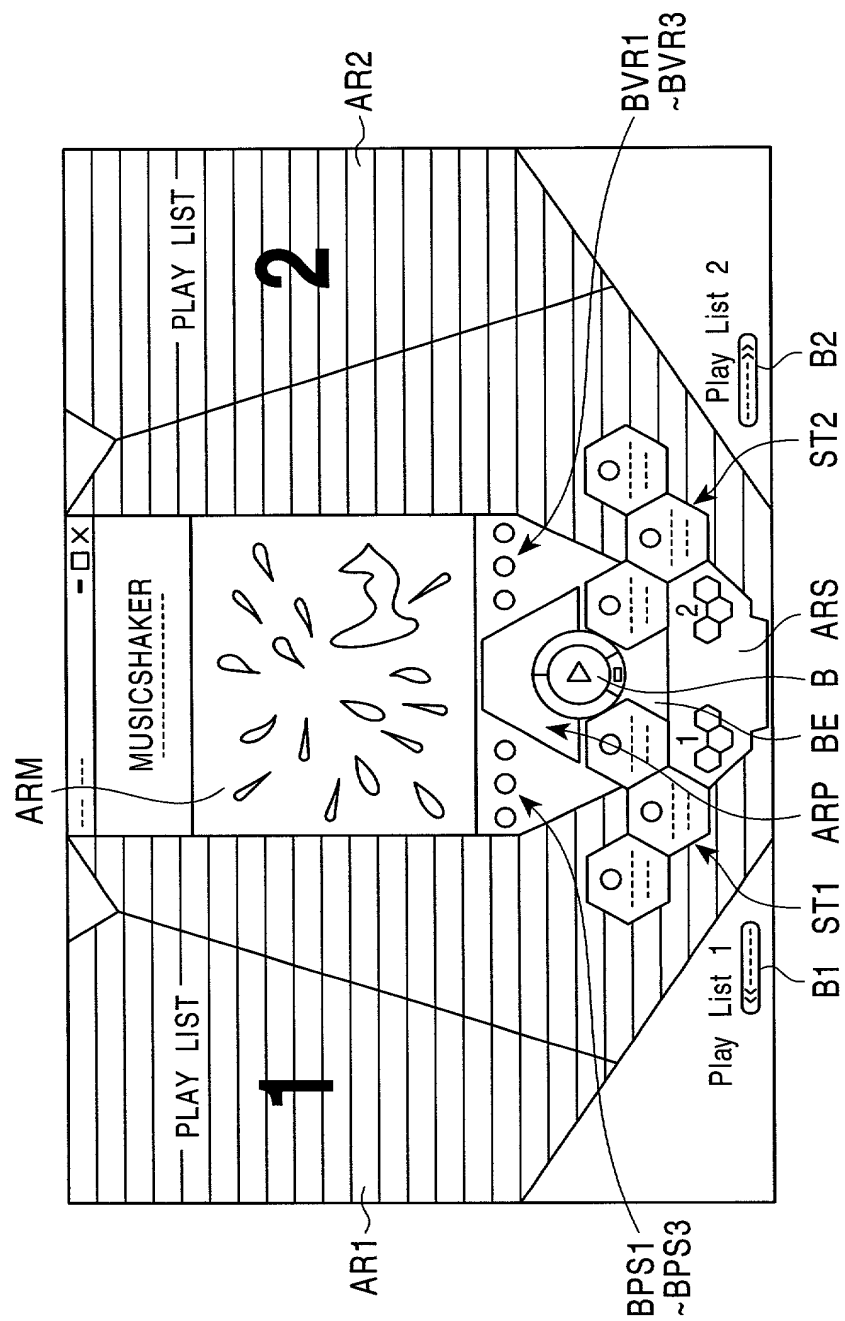


FIG. 4

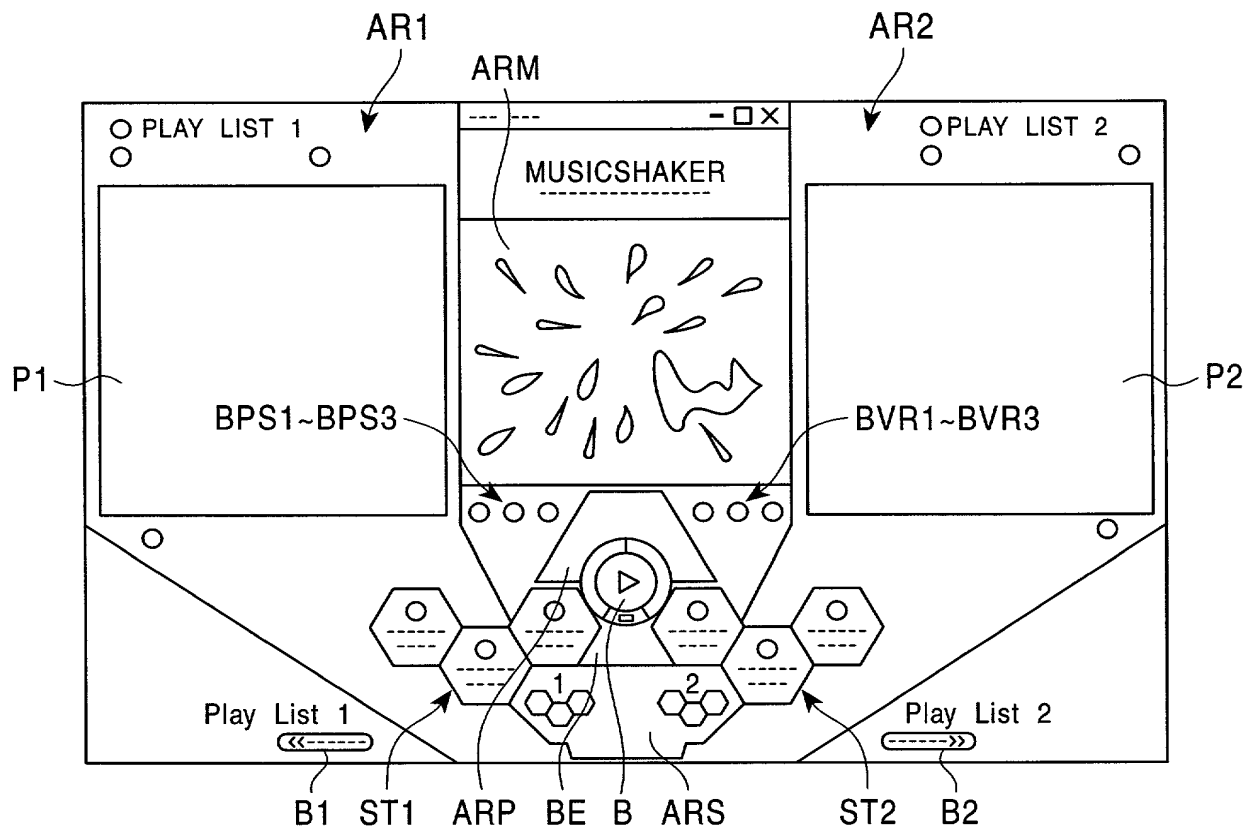


FIG. 5

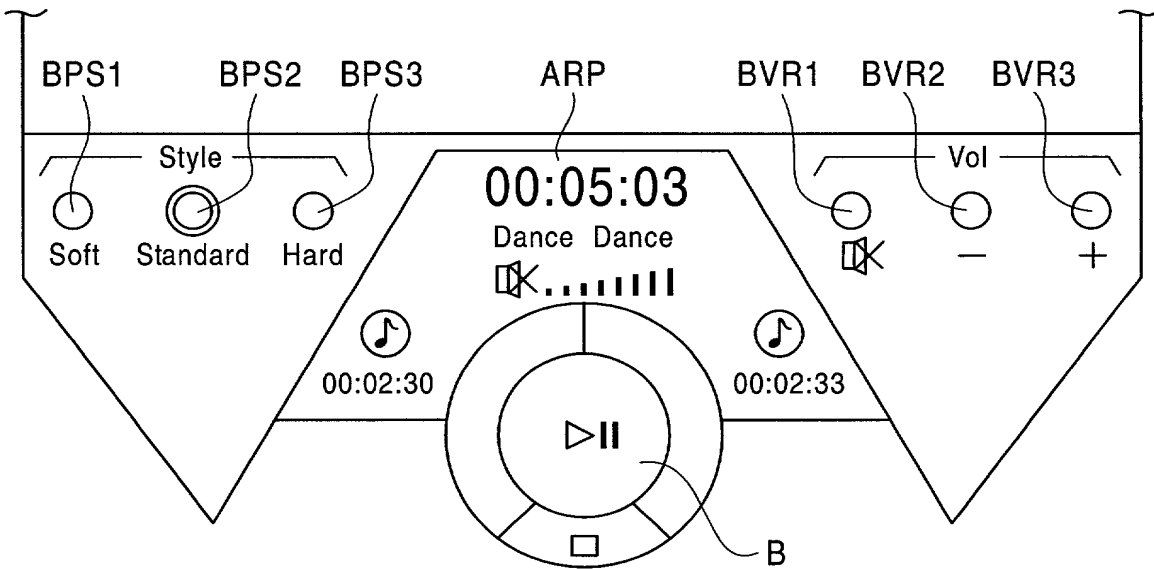


FIG. 6

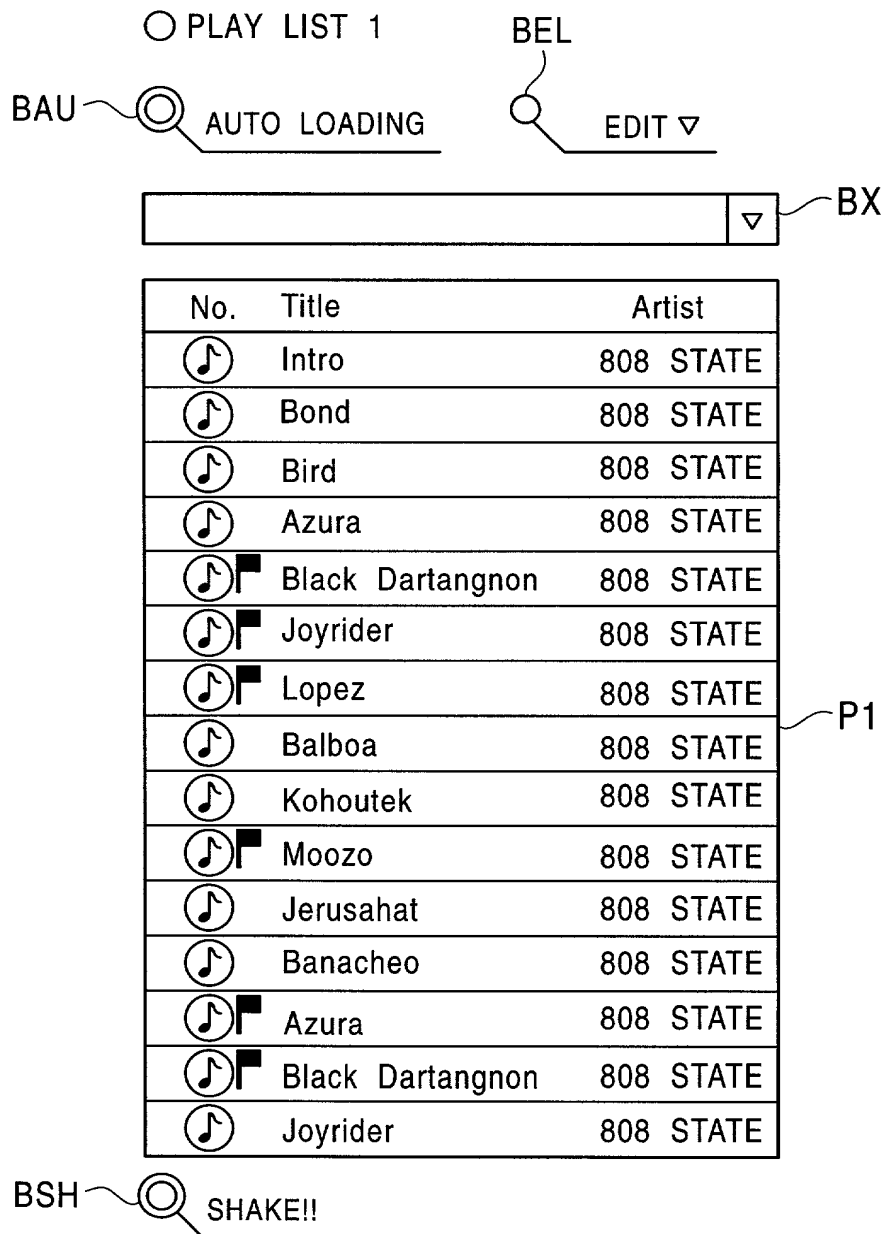


FIG. 7

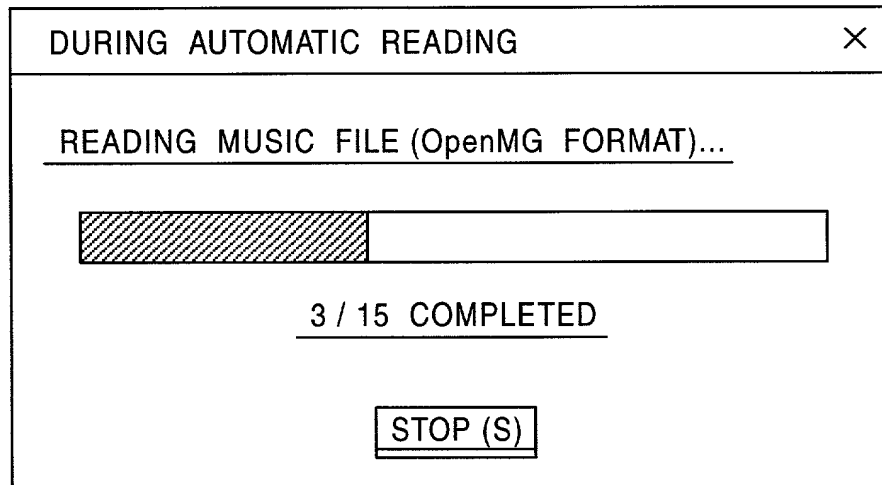


FIG. 8

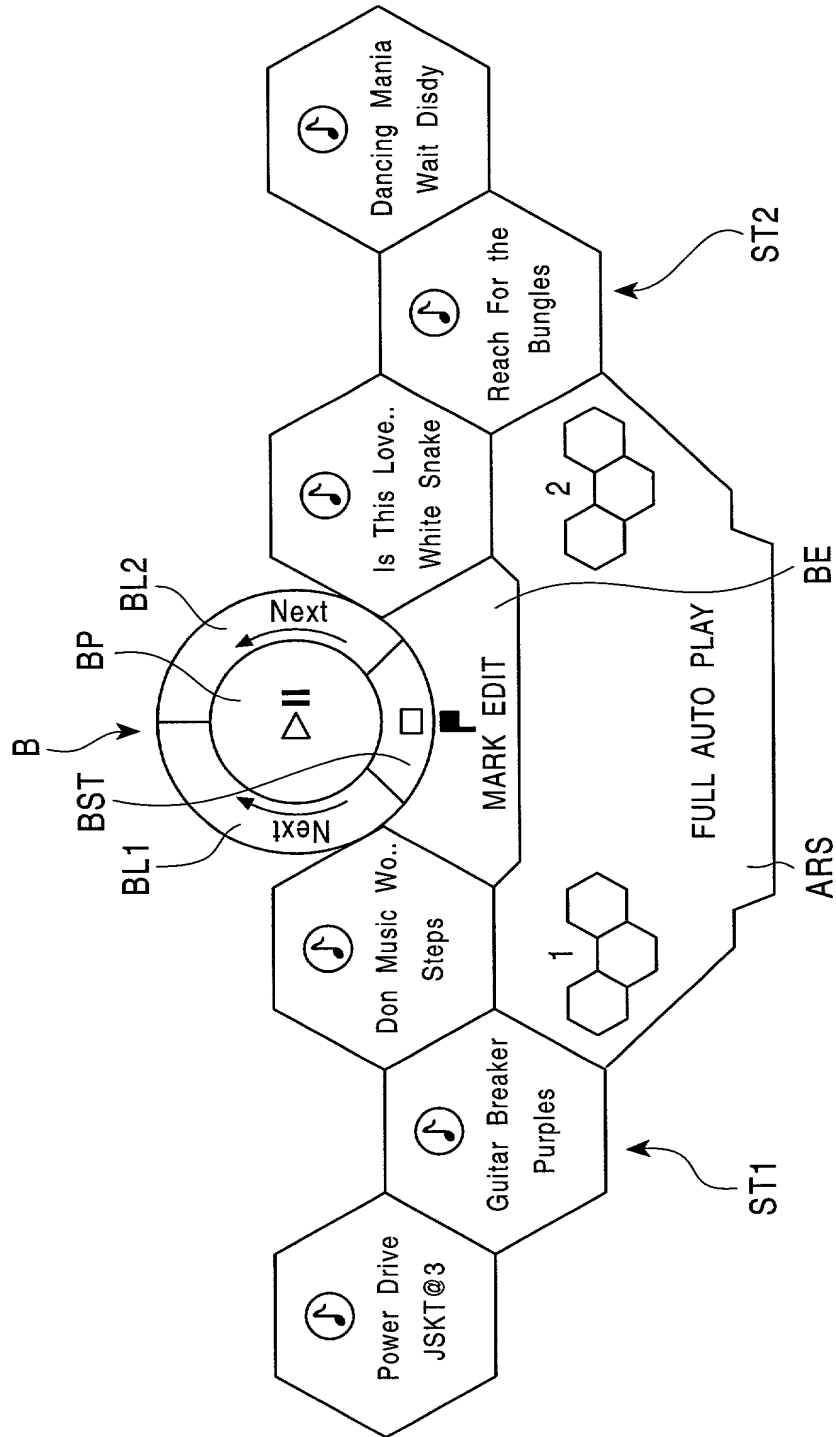




FIG. 9

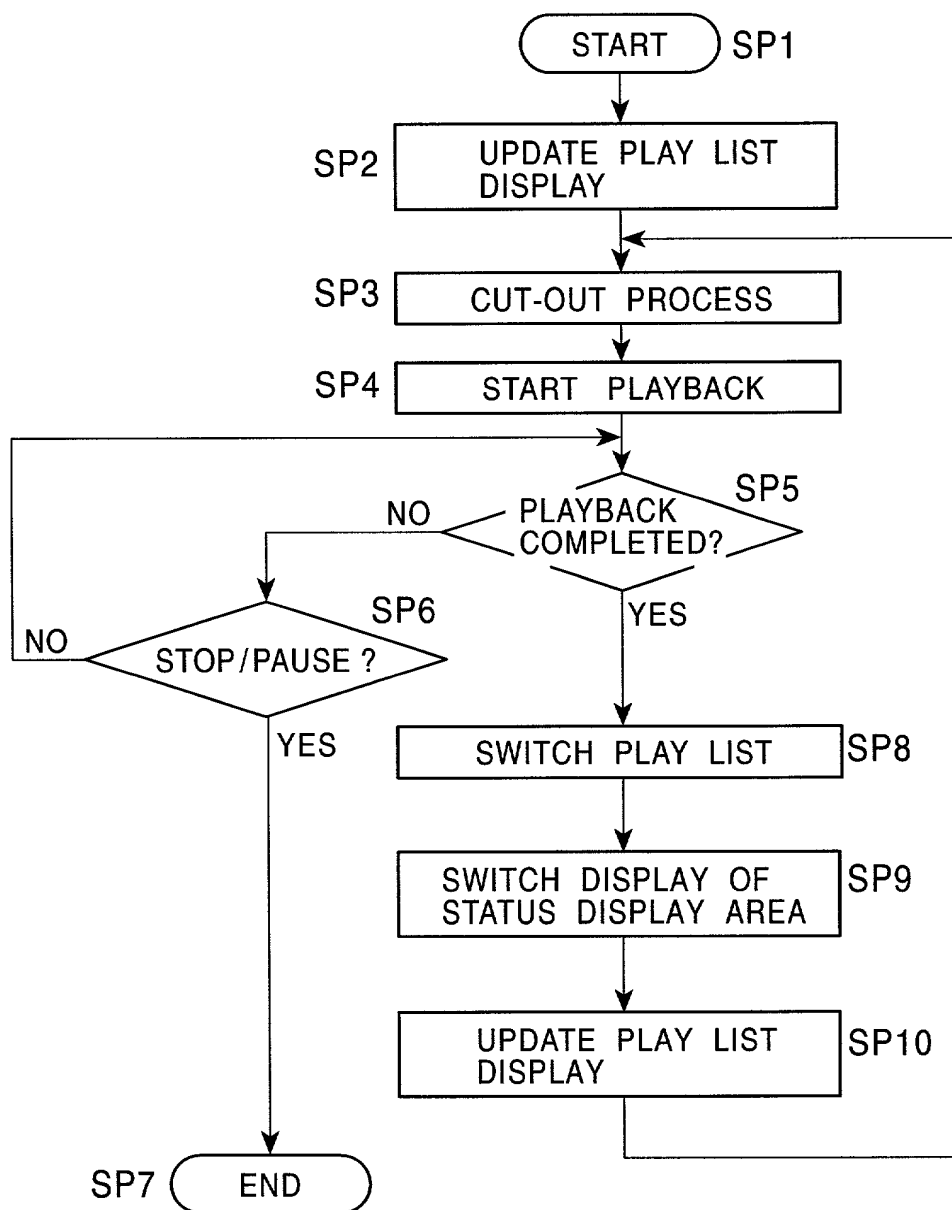


FIG. 10

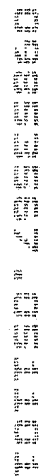


FIG. 11

STYLE		HARD	STANDARD	SOFT
SOUND VOLUME		HIGH VOLUME	MEDIUM VOLUME	LOW VOLUME
EQUALIZER		ROCK	POP	SOFT
SOUND FIELD		SMALL ROOM	STADIUM	LARGE HALL
SWITCHING INFOR- MATION	PLAYBACK REFERENCE TIME PERIOD	20 SECONDS	40 SECONDS	60 SECONDS
	CHANGE TIME PERIOD	1 SECOND	5 SECONDS	10 SECONDS
	TRANSITION TIME PERIOD	0 SECONDS	2 SECONDS	5 SECONDS
GUI INFORMATION		HARD	STANDARD	SOFT
MOVING PICTURE		HARD	STANDARD	SOFT

FIG. 12

STYLE	HARD	STANDARD	SOFT
SWITCHING-TIME	○○○	△△△	×××
SOUND EFFECT 1	H1	ST1	SF1
SOUND EFFECT 2	H2	ST2	SF2
⋮	⋮	⋮	⋮
SOUND EFFECT 10	H10	ST10	SF10

FIG. 13

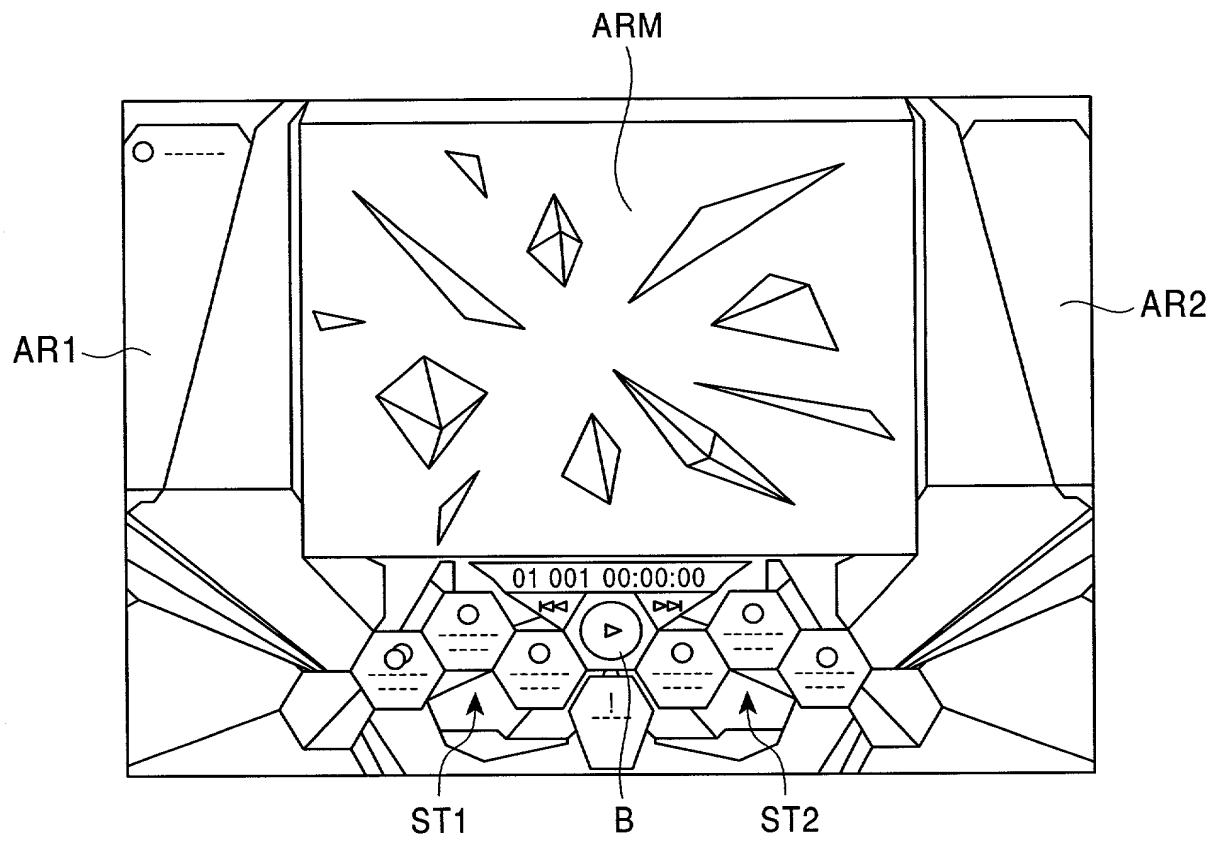


FIG. 14

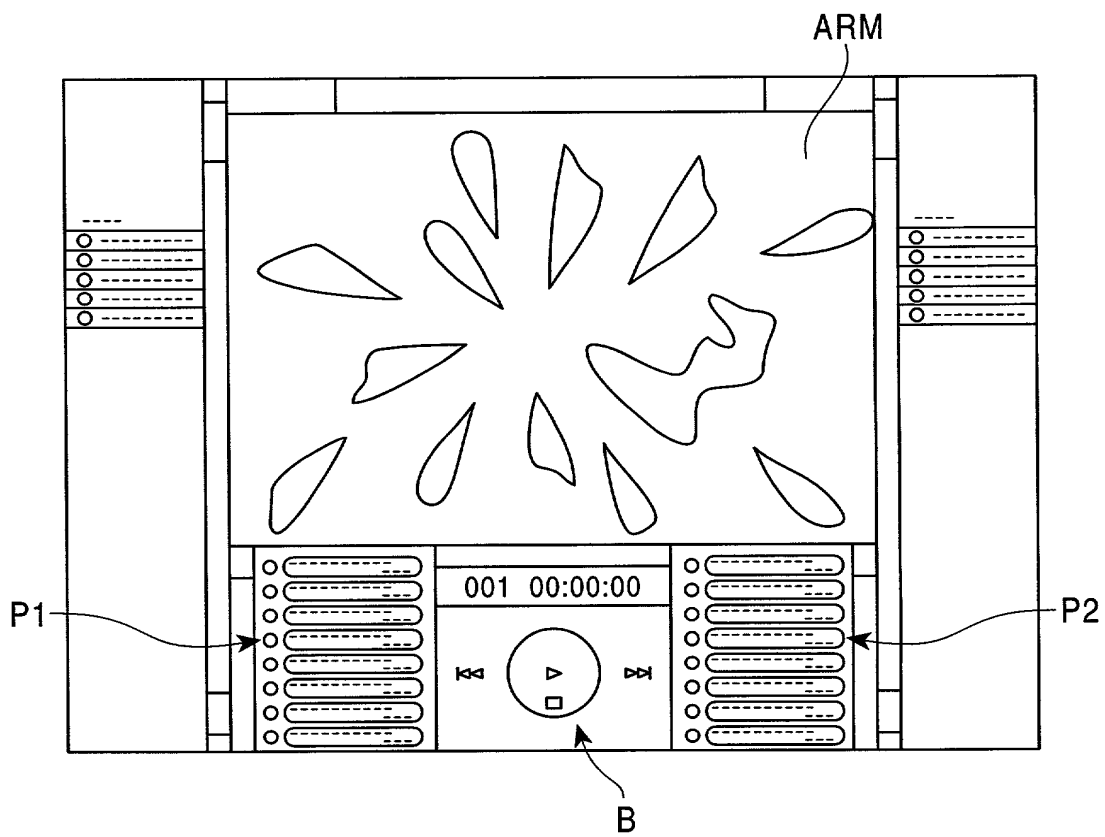


FIG. 15

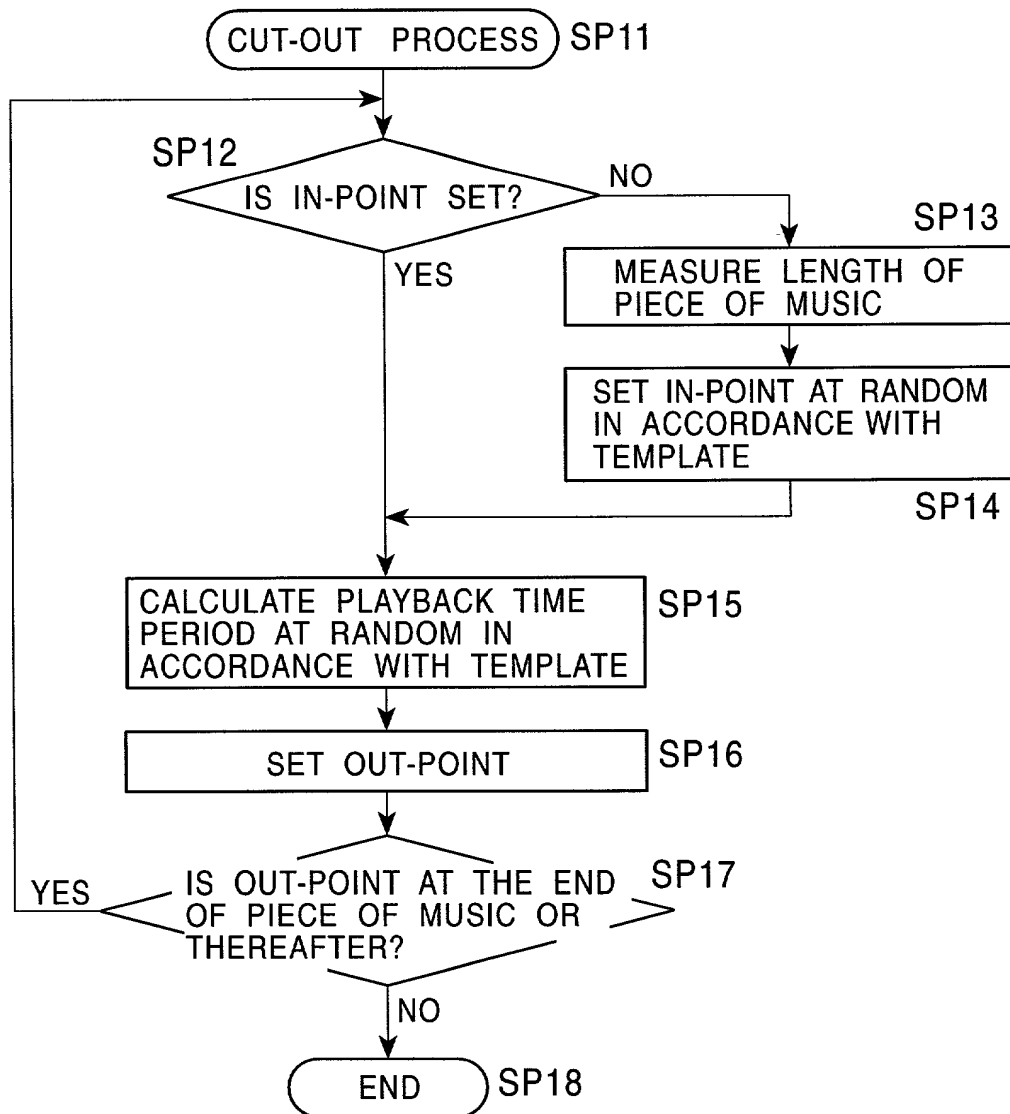
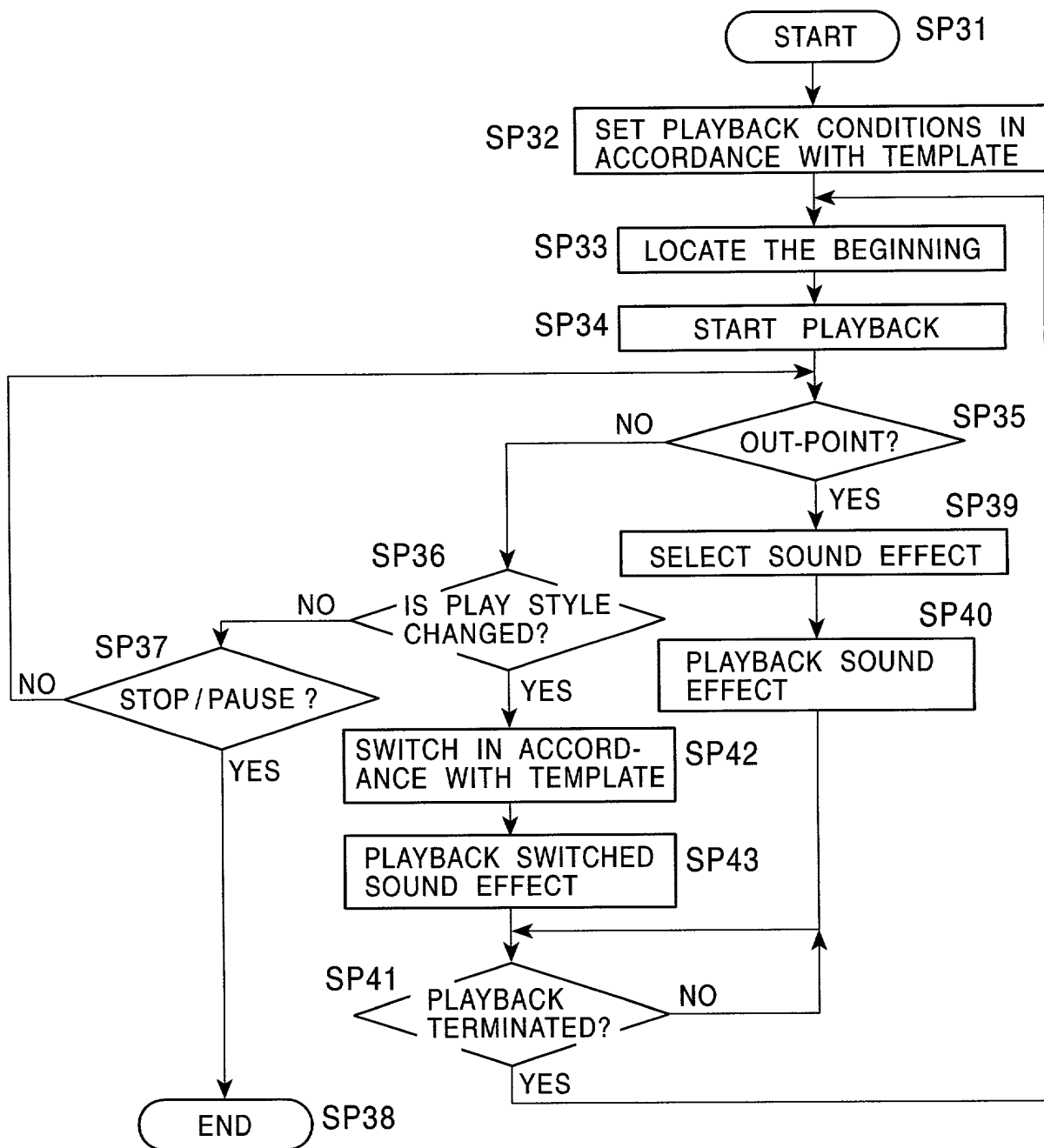


FIG. 16





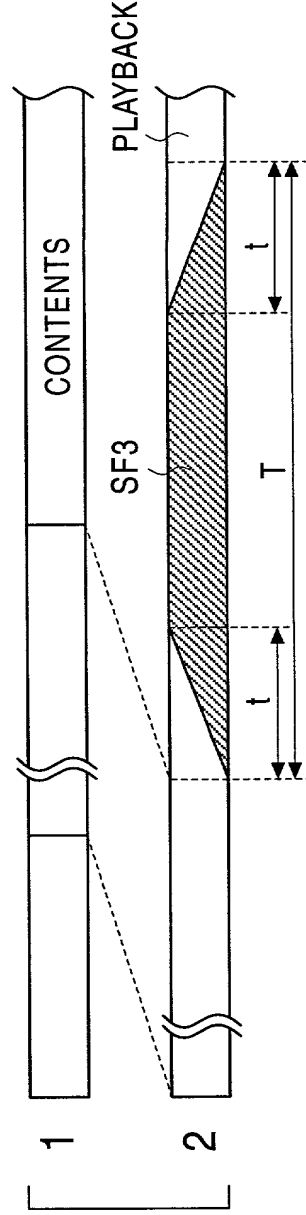
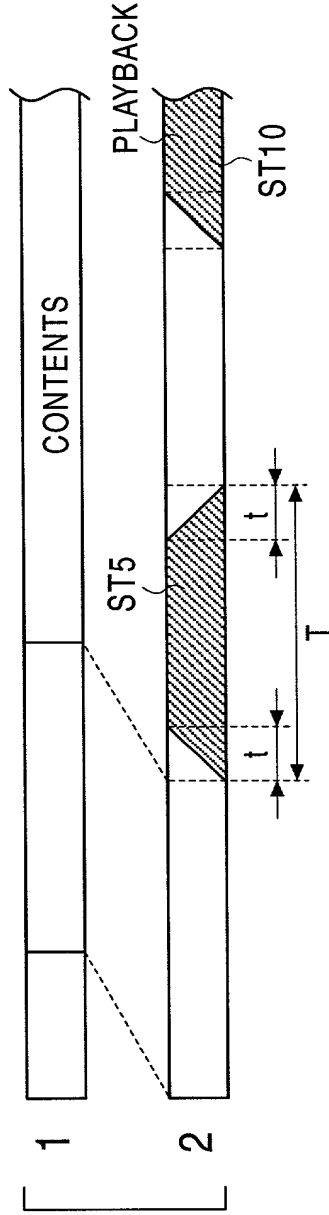
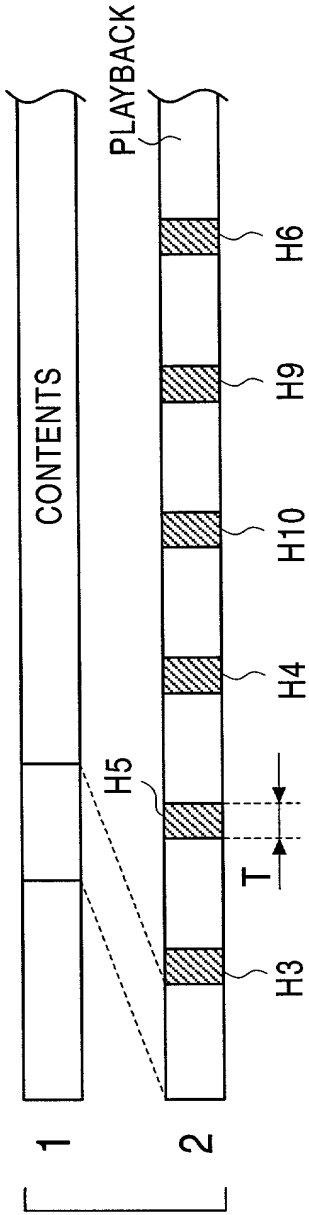


FIG. 18

